CLENCH!
THUMP!
YOU THINK A PEP TALK TO YOURSELF WILL CHANGE ANYTHING?
SNAP!
I HOLD THE POWER OF THE DREAM PRINCE IN MY HAND. THIS FIGHT IS SO FUN, THERE'S ALMOST NO FUN IN IT.
A MOUSE PITTED AGAINST A LION.

HHH-H-H...
BLITZ...
KNOCK
KNOCK
KNOCK
KNOCK
?
KNOCK
KNOCK
KNOCK
KNOCK

KNOCK
KNOCK
KNOCK
KNOCK!
KNOCK!
KNOCK!
CRACK!
CRACK!
CRACK!
Raven? What are you doing?!
HELP ME BREAK THIS OPEN! I THINK I KNOW HOW TO FIGHT SNOW!

SKREEEE!
WE'RE OUT OF TIME!
A FEW MORE MILES...
...AND THAT THING WILL SMASH RIGHT THROUGH THE TOWN OF ECLIPSE!
WE CAN'T AFFORD TO BE DELICATE. I'M UNLEASHING THE WILDCARD OF ROSES.
NO! WILLIUM, YOU CAN'T!
TIN-CAN'S IN THERE!

TIN-CAN, CREDENZA, THE SHARK BROTHERS... THEY COULD STILL BE ALIVE IN THERE!
IF YOU USE A WILD CARD...
WE KNOW THAT, SIMON! WE DON'T WANT THEM TO GET HURT.
BUT THE INNOCENT BYSTANDERS ARE OUR PRIORITY. PEOPLES' LIVES ARE AT STAKE!
YOU KNOW IF TIN-CAN WAS HERE, HE'D SAY THE SAME THING.
FOR A WILD CARD TO BE ACTIVATED, IT MUST BE DESTROYED. ORIGINALLY, THERE WERE FOUR CARDS.
AFTER ALL THE GENERATIONS OF DEMON HUNTERS WHO'VE WIELDED THIS DECK, ONLY TWO OF THE WILD CARDS REMAIN.
AND NOW, ONLY ONE.

CRASH!
SLASH!
SMASH!
SLICE!
GASP!

KNULL!
PLEASE, KNULL! PLEASE BE ALL RIGHT!
WE NEED ALL THE HELP WE CAN GET!
YANK!
CHOMP!
SWOOP!

POFF!
GRRRRRR
NO! YOU CAN'T HAVE HIM! YOU'VE HURT HIM ENOUGH!
Nnhhh...
GROAR!

WHAT?
KNULL?
SWITCH!
TWIST!
LASH!
SPLAT!

THANKS, KNULL!
GOOD TO HAVE YOU BACK!
WHAT? WHAT IS IT?
DO YOU HAVE AN IDEA?
NOD
SKRHIP